

In the Claims

Please amend Claims 1, 3-4, 21, 23-24, and 31-32. Applicant respectfully reserves the right to prosecute any originally presented claims in a continuing or future application.

1. (Currently Amended) A computer-implemented method for processing media and configuring program properties associated with the media for a digital document, comprising:

providing a collection basket tool interface for configuring program properties, the collection basket tool interface comprising a program basket workspace and an auxiliary workspace, wherein the program basket workspace comprises a plurality of program slots and the auxiliary workspace comprises at least one media configuration tool;

receiving user input to select the media to import using the media configuration tool;

importing the media selected by the user;

generating at least one program [[and]] that includes one or more program properties, wherein the one or more program properties are associated with the imported media and each program property is one of a common program property, a media related property, a synchronization property, an annotation property, a hotspot property, a narration property and a border property, wherein each program is a program object and each program property is [[an]] a property object, and wherein each program object references at least one program property object;

creating a program element to represent each generated program, wherein each program element is displayed within a separate program slot slots—of the program basket workspace; and

editing the programs and properties based on user input obtained through the collection basket tool interface.

2. (Canceled)

3. (Currently Amended) The method of claim 1 wherein a first program object and a second program object reference the same at least one program property object.

4. (Currently Amended) The method of claim 1 wherein a first program object and a second program object reference duplicate program property objects.

5. (Canceled)
6. (Previously Presented) The method of claim 1 further comprising:
exporting the program from the program basket workspace to a stage channel of the digital document.
7. (Canceled)
8. (Previously Presented) The method of claim 1, further comprising:
implementing the collection basket tool interface as a graphic user interface, wherein the program basket workspace is implemented as a first graphical user interface window and the auxiliary workspace is implemented as a second graphical user interface window.
9. (Previously Presented) The method of claim 1, wherein providing the auxiliary workspace includes:
providing a media search tool.
10. (Previously Presented) The method of claim 1, wherein providing the auxiliary workspace includes:
providing a scene configuration tool, said scene configuration tool used to configure one or more scenes included in one or more programs.
11. (Previously Presented) The method of claim 1, wherein providing the auxiliary workspace includes:
providing a slide configuration tool, said slide configuration tool used to configure a slide show of programs.
12. (Previously Presented) The method of claim 9, wherein the media search tool includes a media viewer to allow a user to preview a search result.
13. (Canceled)
14. (Canceled)

15. (Canceled)

16. (Canceled)

17. (Canceled)

18. (Canceled)

19. (Previously Presented) The method of claim 1, wherein at least one of the property objects reference one or more methods.

20. (Previously Presented) The method of claim 1, further comprising:
providing a media filter to analyze the media before importing the media to ensure that the media's format is supported by the collection basket tool interface.

21. (Currently Amended) The method of editing the programs and properties of claim 1, further comprising:

creating one or more property icons ~~within included with each program element slot displaying the program elements~~, wherein the property icons represent the program properties referenced by the program associated with the displayed program element; and

configuring programs by manipulating program properties through actions performed on their associated property icons within the program basket workspace, wherein the actions are performed based on user input.

22. (Previously Presented) The method of claim 21, wherein the actions performed on the property icons comprise:

deleting property icons;

copying property icons from one program slot to another program slot; and

moving property icons from one program slot to another program slot.

23. (Currently Amended) The method of claim 21, further comprising:
receiving user input to select a first property icon;

generating a property editor tool that corresponds to [[the]] a property associated with the first property icon, wherein the property editor tool is capable of configuring common program properties, media related properties, synchronization properties, annotation properties, hotspot properties, narration properties and border properties; and

editing at least one element of the selected property based on user input obtained through the property editor tool.

24. (Currently Amended) The method of claim 1, wherein editing the program and property objects comprises:

receiving user input to select a first program element within the program basket workspace;

generating a property editor tool that corresponds to the program associated with the selected program element, wherein the property editor tool identifies the program properties referenced by the program associated with the selected program element;

wherein the property editor tool is capable of editing common program properties, media related properties, synchronization properties, annotation properties, hotspot properties, narration properties and border properties;

receiving user input to select one of the program properties identified by the property editor tool ~~to be edited~~;

editing the selected program property based on user input obtained through the property editor tool.

25. (Previously Presented) The method of claim 24, further comprising:

implementing the property editor tool as a graphical user interface window which appears as a separate interface, wherein the property editor tool includes property tabs to identify the program properties referenced by the program associated with the selected program element.

26. (Previously Presented) The method of claim 24, wherein the common program properties include a program name, a unique identifier, a user defined tag, a program description and references to other properties.

27. (Previously Presented) The method of claim 24, wherein the media related properties

include attributes applicable to an individual media type, and other media related properties including author information, creation and modified dates, and media copyright information.

28. (Previously Presented) The method of claim 24, wherein the hotspot properties include hotspot shape, size, location, action, text and highlighting.

29. (Previously Presented) The method of claim 24, wherein the narration properties include font properties and text display related attributes.

30. (Previously Presented) The method of claim 24, wherein the border properties include border text, size, colors and fonts.

31. (Currently Amended) A computer-implemented method for processing media and configuring program properties associated with the media for a digital document, comprising:

providing a collection basket tool interface for configuring program properties, the collection basket tool interface comprising a program basket workspace, an auxiliary workspace and a property editor tool, wherein the program basket workspace comprises a plurality of program slots and the auxiliary workspace comprises at least one media configuration tool, wherein the property editor tool is capable of editing common program properties, media related properties, synchronization properties, annotation properties, hotspot properties, narration properties and border properties;

implementing the collection basket tool interface as a graphic user interface, wherein the program basket workspace is implemented as a first graphical user interface window, the auxiliary workspace is implemented as a second graphical user interface window, and the property editor tool is implemented as a third graphical user interface window;

receiving user input to select the media to import using the media configuration tool;

importing the media selected by the user;

generating at least one program [[and]] that includes one or more program properties, wherein the one or more program properties are associated with the imported media, wherein each program is a program object and each program property is [[an]] a property object, and wherein each program object references at least one program-property object;

creating a program element to represent each generated program, wherein each program element is displayed within a separate program slot [[slots]] of the program basket workspace;

creating one or more property icons within included with each program element-slot displaying ~~the program elements~~, wherein the property icons represent the program properties referenced by the program associated with the displayed program element;

configuring the programs by manipulating the program properties through actions performed on their associated property icons within the program basket workspace, wherein the actions are performed based on user input; and

configuring the program properties, further comprising the steps of:

receiving user input to select a first property icon;

generating the property editor tool that corresponds to [[the]] a property associated with the first property icon; and

editing at least one element of the selected property based on user input obtained through the property editor tool.

32. (Currently Amended) A computer-implemented method for processing media and configuring program properties associated with the media for a digital document, comprising:

providing a collection basket tool interface for configuring program properties, the collection basket tool interface comprising a program basket workspace, an auxiliary workspace and a property editor tool, wherein the program basket workspace comprises a plurality of program slots and the auxiliary workspace comprises at least one media configuration tool, wherein the property editor tool is capable of editing common program properties, media related properties, synchronization properties, annotation properties, hotspot properties, narration properties and border properties;

implementing the collection basket tool interface as a graphic user interface, wherein the program basket workspace is implemented as a first graphical user interface window and the auxiliary workspace is implemented as a second graphical user interface window;

receiving user input to select the media to import using the media configuration tool;

importing the media selected by the user;

generating at least one program [[and]] that includes one or more program properties, wherein the one or more program properties are associated with the imported media, wherein

each program is a program object and each program property is [[an]] a property object, and wherein each program object references at least one ~~program~~-property object;

creating a program element to represent each generated program, wherein each program element is displayed within a separate program slot—slots—of the program basket workspace;

receiving user input to select a first program element within the program basket workspace;

generating a property editor tool that corresponds to the program associated with the first program element, wherein the property editor tool is implemented as a graphical user interface window which appears as a separate interface, wherein the property editor tool includes property tabs to identify the program properties referenced by the program associated with the selected program element;

receiving user input to select one of the property tabs associated with the program ~~property to be edited~~;

bringing to the foreground a page within the property editor tool for configuring the respective program property; and

editing the respective program property based on user input obtained within the page of the property editor tool.